CLAIMS:

1. A display comprising:

a display surface (108, 300) for displaying content to a user;

a computer system (110) for supplying the content to the display surface (108) for display in a content window (112, 306) on the display surface (108, 300); and

a recognition system (128) for recognizing a gesture of a user and defining at least one of a size, location, and content of the content window (112, 306) on the display surface (108) based on the recognized gesture.

2. The display of claim 1, wherein the display is a display mirror for reflecting an image of the user at least when the content is not being displayed.

3. The display of claim 2, wherein the display mirror displays both the content and the image of the user.

4. The display of claim 1, wherein the recognition system (128) comprises:

one or more sensors operatively connected to the computer system (110); and

a processor (114) for analyzing data from the one or more sensors to recognize the gesture of the user.

5. The display of claim 4, wherein the one or more sensors comprise one or more cameras (130), wherein the processor analyzes image data from the one or more cameras (130) to recognize the gesture of the user.

6. The display of claim 4, wherein the recognition system (128) further comprises a memory (116) for storing predetermined gestures and an associated size and/or position of the content window (112, 306), wherein the processor (114) further compares the recognized gesture of the user to the predetermined gestures and renders the content window (112) in the associated size and/or position.

7. The display of claim 6, wherein the memory (116) further includes an associated content, wherein the processor (114) further compares the recognized gesture of the user to the predetermined gestures and renders the associated content in the content window (112, 306).

8. The display of claim 6, wherein the processor (114) and memory (116) are contained in the computer system (110).

9. The display of claim 1, further comprising a speech recognition system (132) for recognizing a speech command of the user and rendering a content in the content window (112, 306) based on the recognized speech command.

10. The display of claim 1, wherein the gesture further defines a closing of an application displayed on the display surface (108, 300).

11. The display of claim 1, further comprising one of a touch-screen, close-touch, and touchless system (122, 124, 126) for entering a command into the computer system.

12. A method for rendering a content window (112, 302) on a display (108, 300), the method comprising:

supplying content to the display (108, 300) for display in the content window (112, 306);

recognizing a gesture of a user;

defining at least one of a size, location, and content of the content window (112, 306) on the display (108, 300) based on the recognized gesture; and

displaying the content window (112, 306) on the display (108, 300) according to at least one of the defined size, location, and content.

13. The method of claim 12, wherein the gesture is a hand gesture.

14. The method of claim 12, wherein the display (108, 300) is a display mirror (108) and the displaying comprises displaying both the content and an image of the user.

15. The method of claim 12, wherein the display (108) is a display mirror and the displaying comprises displaying only the content.

16. The method of claim 12, wherein the recognizing comprises:

capturing data of the gesture from one or more sensors; and

analyzing the data from the one or more sensors to recognize the gesture of the user.

17. The method of claim 16, wherein the one or more sensors are cameras (130) and the analyzing comprises analyzing image data from the one or more cameras (130) to recognize the gesture of the user.

18. The method of claim 16, wherein the analyzing comprises:

storing predetermined gestures and an associated size and/or position of the content window;

comparing the recognized gesture of the user to the predetermined gestures; and

displaying the content window (112, 306) in the associated size and/or position.

19. The method of claim 18, wherein the storing further includes an associated content for the predetermined gestures, wherein the displaying further comprises displaying the associated content in the content window (112, 306).

20. The method of claim 12, further comprising recognizing a speech command of the user and rendering a content in the content window (112, 306) based on the recognized speech command.

21. The method of claim 12, further comprising defining a closing of an application displayed on the display (108, 300) based on the recognized gesture.

22. The method of claim 12, further comprising providing one of a touch-screen, close-touch, and touchless system (122, 124, 126) for entering a command into the computer system (110).

23. A computer program product embodied in a computer-readable medium for rendering a content window (112, 306) on a display (108, 300), the method comprising:

computer readable program code means for supplying content to the display (108, 300) for display in the content window (112, 306);

computer readable program code means for recognizing a gesture of a user;

computer readable program code means for defining at least one of a size, location, and content of the content window (112, 306) on the display (108, 300) based on the recognized gesture; and

computer readable program code means for displaying the content window (112, 306) on the display (108, 300) according to at least one of the defined size, location, and content.

24. A method for rendering a mirror display content window (306) on a display (300), the mirror display content window (306) displaying both content and an image of a user, the method comprising:

supplying the content to the display (300) for display in the mirror display content window (306);

recognizing a gesture of a user;

defining at least one of a size, location, and content of the mirror display content window (306) on the display (300) based on the recognized gesture; and

displaying the mirror display content window (306) on the display (300) according to at least one of the defined size, location, and content.